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## APPENDIX B

(Clean Copy of Amendments to Specification)

The amended first paragraph of page 12:

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B1  
Referring now to Figure 1, the preferred embodiment, generally 10, has a two wagering games-of-chance 12, 14. The first game-of-chance 12 is a spinning reel game, and the second game-of-chance 14 is a spinning wheel game. The spinning reel game 12 and spinning wheel game 14 are mounted in the same game box 16, with the spinning wheel game mounted in the 10 game box 16 vertically above the spinning reel game 12. A spinning reel outcome bank 18 is mounted between the spinning reel game 12 and the spinning wheel game 14.

The amended section 5 on pages 18 – 19:

- B2  
15 5. If one of the reels 22, 24, 26 in the stop position 110 displays a “spin wheels” symbol 114, the wheel game 14 is activated 116 and the three concentric wheels 42, 44, 46 spin and stop at a stopping position 116 in sequence, with the outer wheel 42 stopping first, the middle wheel 44 stopping second, and the inner wheel 46 stopping last. The resulting stopping position 116 is also randomly generated by a random number generator 20 incorporated into the wheel game 14 in a fashion well known to those skilled in the art. In an alternative embodiment, wheels 42, 44, and 46 are not spun to randomly determined stopping positions. Rather, the position of the wheels 42, 44, and 46 are adjusted based on incremental adjusting commands displayed on reels 22, 24, and 26. For example, reel

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B<sup>2</sup>  
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22 may display a symbol that requires wheel 42 to be rotated in one position, in which case wheel 42 is advanced one position. The wheel adjusting commands may require any or all of wheels 42, 44, and 46 to be moved any number of positions in either direction. Because the stopping positions of wheels 42, 44, and 46 are dependent on the starting position of the wheels and the outcome of reels 22, 24, and 26, game 14 can be viewed as an extension of game 12 rather than an independent bonus game. In this embodiment, wheels 42, 44, and 46 may be moved to randomly determined starting positions when game apparatus 10 is first turned on.

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